

FIG. 1

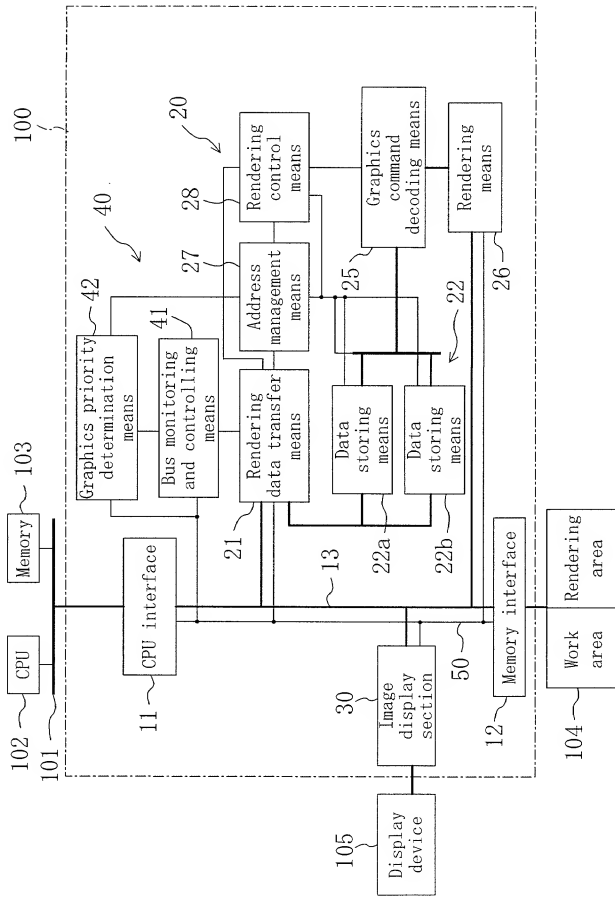


FIG. 2

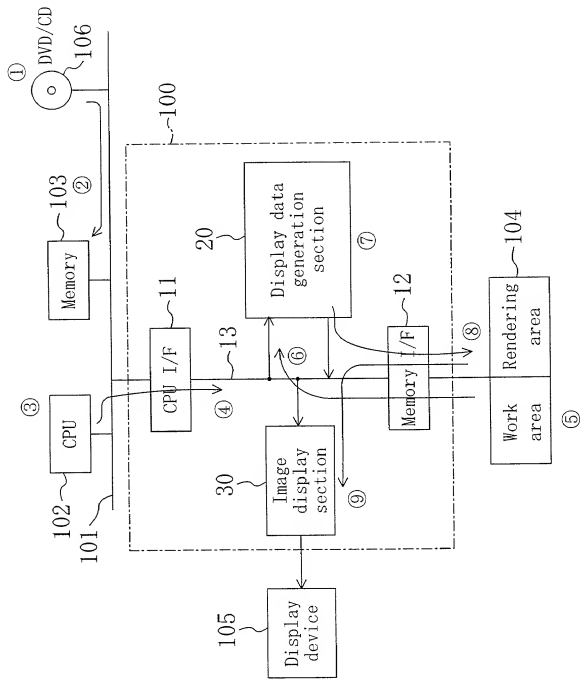


FIG. 3

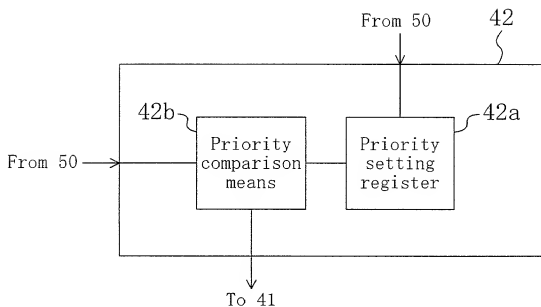


FIG. 4

Priority	Types of data transfer operations
1	Display data supply
2	Graphics command supply
3	Texture data supply
4	Host data supply
5	Rendering data writein

FIG. 5

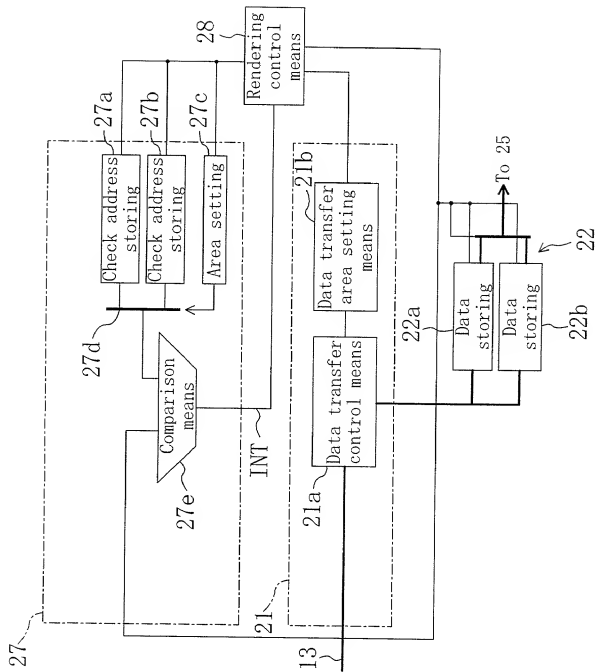


FIG. 6

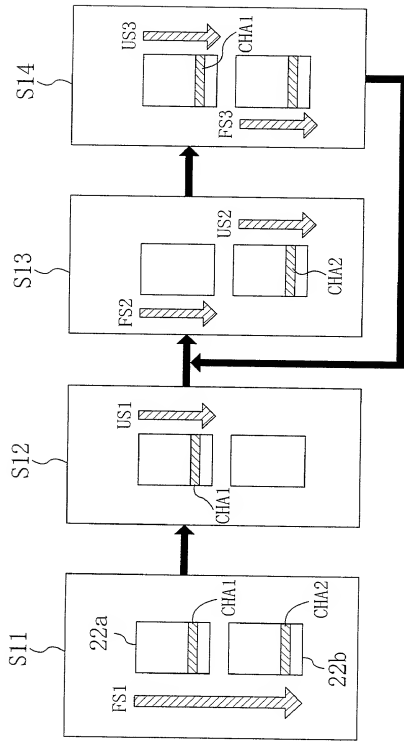


FIG. 7

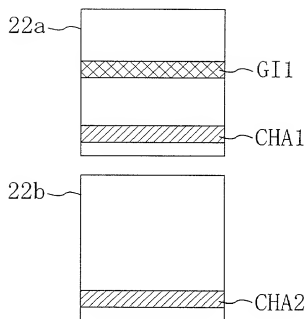


FIG. 9

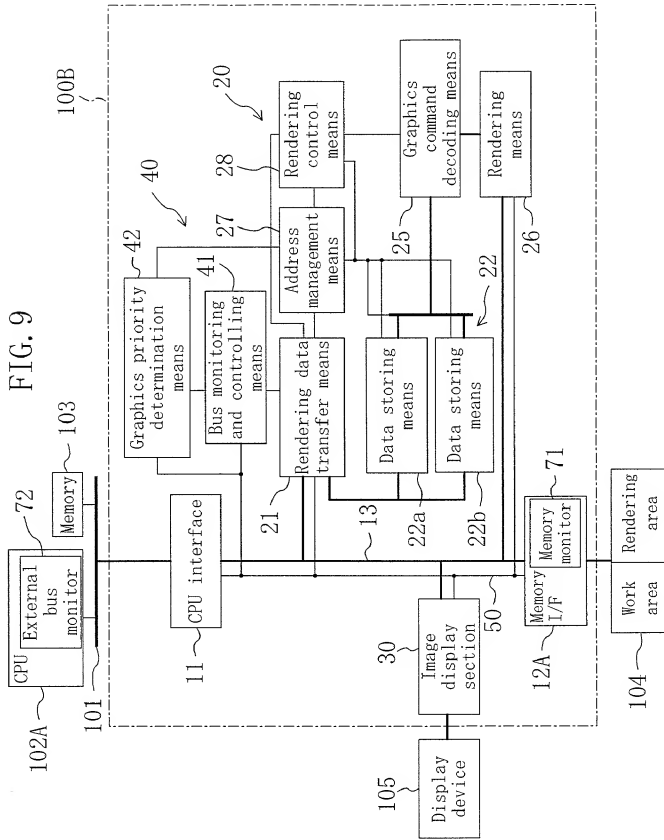
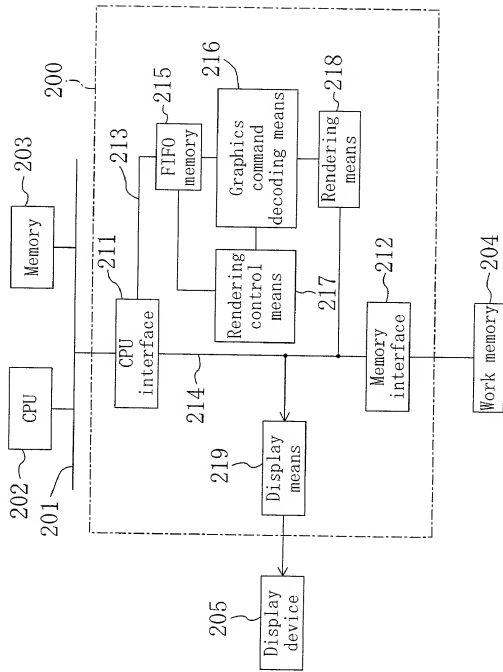


FIG. 10



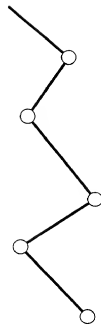


FIG. 11A

line	Number of elements	(X1, Y1)	(X2, Y2)			(Xn, Yn)

FIG. 11B

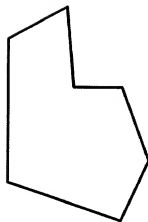


FIG. 12A

polygon	Number of elements					(X _n , Y _n)
		(X ₁ , Y ₁)	(X ₂ , Y ₂)			

FIG. 12B